

FROSTA

Ice Empress of Etheria



REAL NAME Queen Mackenzie **BIO** The beautiful and exotic friend of She-Ra, Mackenzie is queen of the Kingdom of Snows, high in the mountains of Etheria. She possesses a magic wand that whistles like the wind and lets her conjure ice spells and freezing rain against her enemies. This power has given her a reputation as the Ice Empress of Etheria, although she prefers being called Frosta by her friends. With the exception of her magic powers, she is otherwise a normal human female. She is sweet, kind and loyal to her allies. Together with She-Ra and other members of the Great Rebellion, she traveled through a Laser Gate to Eternia, joining with the renegade Masters of the Universe in the continued fight against Hordak's tyranny! Frosta freezes her enemies with her magic spells.

VINTAGE VAULT The vintage Frosta figure was released as part of the original Princess of Power toyline's first wave in 1985. The figure's accessories included a staff, shield and comb.



CARTOON CORNER Like most of the female Princess

of Power figures, the MOTUC Frosta figure was based heavily upon her appearance in the Filmation POP cartoon and not on the design of her vintage action figure. The only clear nods to her vintage action figure were her staff and shield accessories.

SAME AS Frosta's cape was removable. She utilized the standard female shoulders, biceps, and hands, along with She-Ra's feet. All other parts appeared to be newly sculpted.

ACCESSORIES



MOTUC #097 • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2012) • **RELEASE TYPE** Carded Figure



CHILL OUT The vintage Frosty figure came with a staff topped with a pinwheel that would spin when air was blown through it. The MOTUC version of this staff also featured a rotating top piece, but it did not spin freely like the vintage version.

SHIELD ME Frosty came with a blue version of She-Ra's shield, just like the vintage figure did.



HAIR TODAY Unlike the vintage Frosty figure, which sported rooted hair, MOTUC Frosty's hair was made from semi-translucent dark blue plastic. The hair was sculpted in such a way that it did not hinder her neck articulation.

GRAY MATTER Many fans complained that the white parts of Frosty's costume were produced in gray plastic. Mattel's official explanation for this decision was that solid white plastic looked "unfinished." Mattel later reversed this stance on figures like King Chooblah and Light Hope.



TRIVIA



The following copy was written for Frosty's sales page on MattyCollector.com: "This blue-haired beauty knows how to give the cold shoulder to her enemies! One of the most highly demanded Princess of Power figures ever, Frosty is here, in all her icy glory, to tell Hordak and his army to cool it! This figure is ready to chill with the rest of your collection, and she arrives with her magic wand, Great Rebellion shield, and removable cape."



With her reversed forearms, Frosty was the latest in a long line of MOTUC figures manufactured with reversed parts. To remedy this issue, Mattel briefly considered sending subscribers a "Kingdom of Eternia Royal Coin," the design of which was based on the glyphs from the Orb stand, as an apology. Instead, Mattel offered subscribers a full refund or, if they preferred, they could receive a free previously-released MOTUC figure instead.

Featured on Frosty's cardback were Starla, Tallstar, Jewelstar, Bubble Power She-Ra, and Bow.



RATTLOR

Evil Snake Men Creature with the Quick-Strike Head



REAL NAME Siltyo of the Rattlor House **BIO** A loyal leader in King Hssss' army, Rattlor was the first of the Snake Men to escape their imprisonment in the Void. He worked with the Snake Men descendent Kobra Khan to liberate the entire serpent army. Once freed, Hssss quickly began a three-way war against the Masters of the Universe and Skeletor's Evil Warriors, with Rattlor leading the attack. Eventually, Khan manipulated Hssss into demoting Rattlor, and he defected to the evil Horde army. Under Hordak, Rattlor became known as "The General" for his keen insight into enemy strategy. After sounding his sinister battle rattle, Rattlor lashes out at victims with his terrible quick-strike head!

VINTAGE VAULT The vintage Rattlor figure was released as part of the original toyline's fifth wave in 1986. The figure came armed with a snake staff.



UPDATES The MOTUC version of Rattlor was a faithful update of the vintage action figure. Most of Rattlor's body parts were shared with one of the figures from the Snake Men 2-pack released just one month prior to Rattlor.



ACCESSORIES



MOTUC #098 • AFFILIATION The Snake Men • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2012) • **RELEASE TYPE** Carded Figure



STRIKE THREE The vintage Rattlor figure featured a long neck that would extend from the figure's body when a button was pressed on its back. The MOTUC figure dropped this action feature in favor of a swappable neck piece.

WELL ARMED Rattlor came armed with a repainted version of King Hssss' snake staff.



TAILS YOU LOSE Just like his vintage predecessor, the MOTUC Rattlor figure's tail made a rattling sound when shaken.

UPGRADE The 200x Rattlor figure, unlike the vintage version, wore armor. Mattel intended to include the armor with the MOTUC version of Rattlor, but cut it for budgetary reasons. The armor was eventually included with Weapons Pak #4 (End of Wars Assortment) in October of 2013.



STUCK ON YOU Fans who bought Rattlor from MattyCollector.com were treated to a bonus sheet of "Great Rebellion" stickers. These stickers were made in response to fans who wanted to replace "Princess of Power" stickers on figure card bubbles with "Great Rebellion" stickers instead. The sheet also included a single "Time Agents" sticker for use on The Mighty Spector's card bubble.

TRIVIA

The following copy was written for Rattlor's sales page on MattyCollector.com: "On a scale of one to ten, 'The General' ranks right up there with the most dangerous scoundrels to slither out of the Void! Sculpted in stunning detail by the Four Horsemen, this snake in the grass slides into your collection with a removable neck extender to recreate his vintage action feature, a removable rattling tail, and a snake staff. He also comes with a removable Horde armband to accommodate his tendency to switch sides. BONUS: For subscribers only, figure includes a sheet of 'Great Rebellion' stickers for your Princess of Power figures."



Rattlor made his animated debut on the Filimation POP cartoon, where he was a member of the Evil Horde. In a nod to this odd affiliation, the MOTUC Rattlor figure came with a Horde arm band.

Any time Rattlor appeared on other figures' cardbacks, he was shown wearing his armor from the fourth Weapons Pak.

Featured on Rattlor's cardback were Snake Man-At-Arms, the Snake Men, Hurricane Hordak, Kobra Khan, and King Hssss.



CY-CHOP

Evil Horde Bounty Hunter



REAL NAME Scychor **BIO** Originally a partner with Kronis, Scychor roamed the galaxy as a mercenary and professional thief. Eventually Kronis betrayed his friend, throwing Scychor from a Boa Jet while escaping from Horde Patrol Units. Falling hundreds of feet to the surface of a small moon, Scychor was healed by rogue scientists by preserving his organs in a robotic chest and his brain in a cyborg skull. After serving the scientists for twenty years, he became a freelance bounty hunter, willing to steal, kill or betray anyone for the right price. During the Second Ultimate Battleground, Cy-Chop was hired by Hordak to bolster his forces against the Snake Men and Masters of the Universe. Using his robotic scissor blades, Cy-Chop strikes out, but only for the right price!

ORIGINS Cy-Chop was the fifth figure released in the MOTUC Club 30th Anniversary. He was the brainchild of Mattel designer Terry Higuchi. Like most of the Club 30th Anniversary figures, Cy-Chop was comprised largely of existing parts, most notably Roboto's torso and Beast Man's shoulders, biceps, legs and feet. Higuchi's original choice for the character's name was Scizor until Mattel realized that was already the name of a Pokémon character.



ACCESSORIES



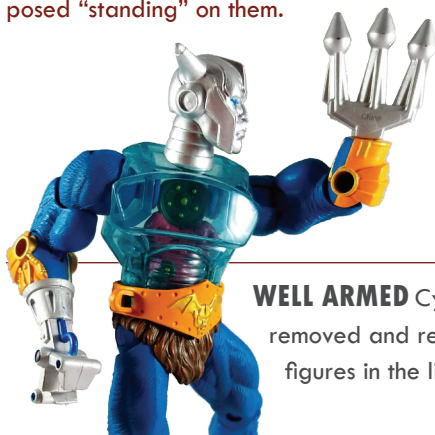
MOTUC #099 • AFFILIATION Evil Horde • **SUBSCRIPTION** Club 30th Anniversary 2012 • **PRICE** \$20
ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2012) • **RELEASE TYPE** Carded Figure



SCISSORHANDS Cy-Chop's bladed weapon attachments were articulated, allowing for open or closed "scissor" poses.



HANDSTAND Cy-Chop's bladed weapons were long enough that the figure could be posed "standing" on them.



WELL ARMED Cy-Chop's bladed weapons could be removed and replaced with attachments from other figures in the line.



HE'S GOT GUTS Cy-Chop's torso, a re-use of the Roboto upper torso, was made from a semi-translucent blue plastic. While Roboto sported mechanical gears underneath his torso, Cy-Chop had a grooved black wheel with gold rivets atop what appeared to be his intestines.



TRIVIA



The following copy was written for Cy-Chop's sales page on MattyCollector.com: "He'll gladly lend a scissor-hand to anyone... anyone who pays his price, that is. This former thief and current one-man cyborg chop shop is the fifth of six original figures celebrating the 30th Anniversary of the Masters of the Universe. Designed by Mattel's Terry Higuchi, bounty hunter Cy-Chop comes with removable blade hands that can be replaced with weapons from other figures (such as the Roboto arm attachments or the Spikor tridents). Add him to your collection next to his former buddy Kronis at your own peril!"

The figure's belt was designed so that it could be combined with the Mighty Spector's body, Horde Prime's cape, and Horde Prime's alternate head in order to create a decently on-model version of Horde Prime as he appeared in the UK comic books.

Featured on Cy-Chop's cardback were Hurricane Hordak, Trap Jaw, Leech, Shadow Weaver, and Battle Armor Skeletor.



WEAPONS PAK

Great Unrest Assortment



CLAWFUL'S MACE In one of Mattel's more head-scratching moves, the Weapons Pak included Clawful's mace in a nearly identical shade of green as the one originally included with the figure itself.



CLAWFUL'S SHIELD The Weapons Pak also included Clawful's shield in green.

BIO For centuries following the Age of Sorrow, the kings and queens of Eternos and all Eternia were only recognized once they undertook a pilgrimage to the Hall of Wisdom where the reclusive Council of Elders temporarily re-assumed their corporeal forms in order to crown the new monarch. But beginning with the rebellion of Count Marzo in which the rightful King Miro mysteriously vanished, the Elders did not appear to his youngest son Randor after Keldor, his older half-brother, was exiled for the suspected murder of his step-mother. Thus began the Great Unrest, a period of conflict and civil war as Keldor demanded his birthright. Attacked by opportunistic warlords like Prahvus and General Tartaran, and fearful of prophecies that warned of danger from the Dark Hemisphere, Randor was forced to order the creation of a Mystic Wall to block Keldor and others from entering the Light Hemisphere. Only then did the Elders recognize Randor, but they warned him that his was a legacy that his children would have to redeem since the King of Eternos was to serve all Eternia, not only the Light.

INTRODUCTION Both the first and second Weapons Paks (released in April and November of 2010, respectively) contained 19 pieces, all of them re-releases of existing accessories in new colors. With the third Weapons Pak (Great Unrest Assortment), Mattel broke new ground by releasing a mix of previously-released and brand-new accessories. The total count was 17 pieces, of which seven were completely new.

TWIN-BLADED SWORD



Keldor's twin-bladed sword was designed to split in two, but due to a manufacturing error, the first batch of swords were produced glued together. Rather than throwing them out, Mattel gave the glued-together swords away to attendees of Power-Con in September of 2012. The corrected sword, which could be properly split in two, was included in this Weapons Pak.

ARM CANNON Among the Weapons Pak's new pieces was Man-At-Arms' arm cannon, which was a weapon that was introduced (and frequently used) in the 200x MYP MOTU cartoon.



MOTUC #100 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE \$18

• ORIGINAL RELEASE MattyCollector.com (October 15, 2012) • **RELEASE TYPE** Carded Accessories



SHIELD ME Three accessories originally intended for release with Draego-Man had been cut from the figure for budgetary reasons. Among them was this shield with a removable flame border.

EN GARDE This unlit version of Draego-Man's sword was the second deleted piece that later found a home in the third Weapons Pak.



WHIP IT GOOD This flaming whip was the final deleted Draego-Man accessory that later found a home in the third Weapons Pak.

STAFF & ARMOR Teela's snake staff and armor were included here in red to better match the look of the vintage figure's armor and staff. Her 200x sword was also included with a matching red hilt.



SWORD & SHIELD Chief Carnivus' sword and shield, originally released in purple, gold, silver and red, were included here in blue and silver. These colors were chosen to more closely match the colors of the Central Tower in the vintage Eternia playset, which the shield's cat design was based upon.



HORDE PRIME'S STAFF This staff, which was intended to be included with the Horde Prime figure but was cut for budgetary reasons, was finally included here.

TRIVIA

An official bio for this Weapons Pak, dubbed "The Great Unrest Weapons Pak — Fight for the Crown of Eternia," was revealed on he-man.org on February 17, 2020.



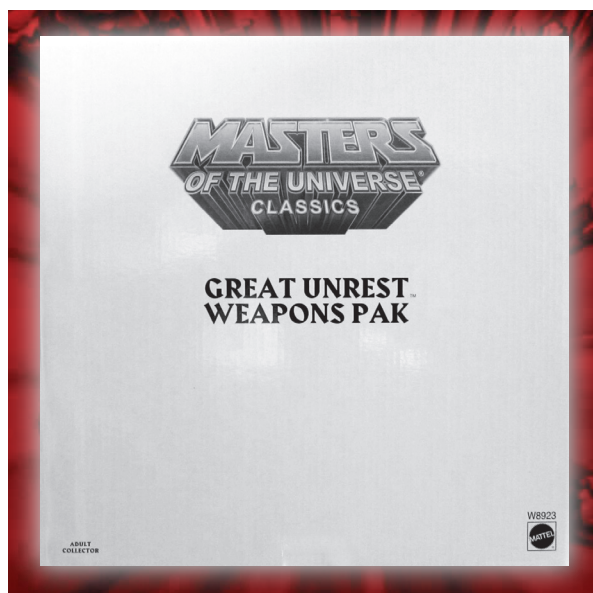
Featured on the Weapons Pak cardback were Keldor, Count Marzo, Man-E-Faces, the Faceless One, Demo-Man, Captain Glenn, Chief Carnivus, and King Randor.

BLUE SHIELD Teela's shield, in blue, was included for use with Evil-Lyn. This accessory was based on a vintage Evil-Lyn puffy sticker released during a promotion with Kellogg's Rice Krispies in the 1980s, which featured the character carrying a blue shield.



ZOAR IN WHITE

Zoar, in grayish white, was included here to go with the Temple of Darkness Sorceress figure, which was a traveling exclusive figure in 2012.



DEKKER

Heroic Trainer-of-Arms



REAL NAME Dekker **BIO** Originally a mercenary from the Dunes of Doom, Dekker switched sides during one of the early battles of the Great Unrest and fought with King Miro against Marzo's tyranny. His wisdom and courage quickly led to his appointment as Miro's Man-At-Arms, leading and training the royal soldiers. Throughout these battles Dekker took a young prodigy named Duncan under his wing, traveling throughout Eternia, fighting evil together. In time, Dekker retired to Orkas Island, passing his title and duties to his former apprentice and sidekick. Although he now enjoys the simple life of a fisherman, the ever-present forces of evil occasionally call him back to fight for justice alongside the heroic Masters of the Universe.



CARTOON CORNER Dekker made his debut in the 2002 MYP MOTU cartoon in an episode titled "The Island." He did not appear again in any subsequent episodes.

Dekker was the only character created for the 2002 MYP MOTU cartoon to receive a figure in 2012, and the first since the Faceless One was released in June of 2011.



ACCESSORIES



UPGRADE Clawful's mace and shield, which had been re-released in green in Weapons Pack #4 (Great Unrest Assortment), made for decent-looking bonus accessories for the Dekker figure.

MOTUC #101 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2012) • **RELEASE TYPE** Carded Figure



HEADS UP The figure included an alternate head, depicting Dekker in his younger days when his hair was black and he still had both eyes.

JOIN THE CLUB Dekker's mace accessory was similar in design to Man-At-Arms' weapon of choice, but was larger and featured more detailing, making it look more like the mace Man-At-Arms carried in the 2002 MYP MOTU cartoon than the vintage accessory. Dekker did not actually use this weapon in his single cartoon appearance.



ALTERNATE VIEWS

Dekker's cloak was removable. The figure was comprised of the standard male torso, shoulders, biceps, hands, and upper legs, He-Man's right bracer, Tri-Klops' left bracer, and Keldor's feet.



TRIVIA

The following copy was written for Dekker's sales page on MattyCollector.com: "One-time mercenary turned loyal protector, this fearless fighter rose from



the ranks to become the top trainer of the royal troops! Get a double dose of Dekker when this figure arrives with two heads, representing both the young, strong warrior filled with vim and vigor, and the older, retired fisherman, a lifetime of warfare reflected in his face. He comes with his signature mace, ever ready to defend and serve."

The figure was wearing bracers even though Dekker had bare arms in his single animated appearance.

Dekker's younger head sculpt was a new design and never appeared in any other media. His mustache sculpt was intentionally identical to the sculpt of Man-At-Arms' mustache.

Featured on Dekker's cardback were Man-At-Arms, Moss Man, King Randor, and Clawful.



KING RANDOR

Eternos Palace



REAL NAME Randor of the House Miro **BIO** Shortly after his father was thrown into Despondos by Count Marzo, Randor's older brother was banished from the Royal palace, leaving Eternia without a king. Randor continued to act as Captain of the Guard, leading the royal armies against their enemies, including Keldor, who had returned from exile with an army of outcasts and escaped convicts. Finally besting Keldor in single combat, Randor mortally wounded his half-brother and ordered a mystic wall erected to keep him and his warriors magically bound to the Dark Hemisphere. For ending the Great Unrest, the Council of Elders agreed to set aside Eternian laws of kingship and gave Randor the crown, despite not being the first born. King Randor heroically raises his staff, declaring his rule over all Eternia.

CARTOON CORNER Unlike the first version of King Randor, which was released at the end of 2009 and was based on the vintage King Randor action figure, "Eternos Palace" King Randor was based upon his animated appearance in the Filmation MOTU cartoon, which is arguably his most well-known design.



CHEERS The goblet accessory was coated in gold vac metal with translucent red plastic inside to simulate a beverage.

ACCESSORIES



MOTUC #102 • AFFILIATION The Royal Family • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2012) • **RELEASE TYPE** Carded Quarterly Figure

MAKING A POINT The second of Eternos Palace King Randor's accessories was this yellow gold spear, the mold of which was first released with Whiplash.



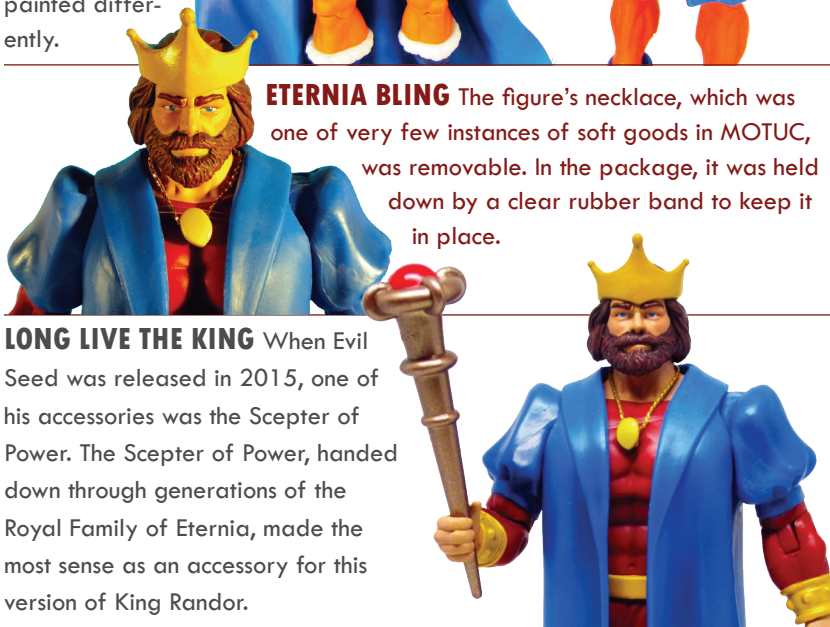
BONUS ACCESSORY In the vintage line, King Randor came with a recolored Whiplash spear as his only accessory. The MOTUC version of the first King Randor figure did not come with this accessory. Mattel remedied this omission twice: first with a bronze plastic version included in Weapons Pak #2 (Great Wars Assortment) and again here with a yellow-gold version included with "Eternos Palace" King Randor.

COMPARISON TIME

Original release King Randor (far left) standing alongside "Eternos Palace" King Randor (left). Note that the figures shared the same head sculpt, but their crowns were painted differently.



ETERNIA BLING The figure's necklace, which was one of very few instances of soft goods in MOTUC, was removable. In the package, it was held down by a clear rubber band to keep it in place.



LONG LIVE THE KING When Evil Seed was released in 2015, one of his accessories was the Scepter of Power. The Scepter of Power, handed down through generations of the Royal Family of Eternia, made the most sense as an accessory for this version of King Randor.

TRIVIA

The following copy was written for Eternos Palace King Randor's sales page on MattyCollector.com: "Uneasy lies the head that wears the crown, especially when your enemies include your own half-brother who calls himself the Evil Lord of Destruction and an army of vicious Snake Men. But King Randor isn't worried... this resourceful royal proved his valor on the battlefield, uniting his people and restoring peace to the land. Arriving with a golden crown, vintage spear and all-new vac metalized goblet, this Filimation-look figure is ready to take his rightful place in your collection."



The figure's new upper arms (with puffy sleeves) did not have the bicep swivel common to almost all male MOTUC figures.

The figure's cloak was not removable. Underneath it King Randor featured the standard male upper torso.

Featured on King Randor's cardback were Man-At-Arms, Teela, He-Man, Webstor, and Scareglow.



CASTLE GRAYSKULLMAN

Heroic Embodiment of Castle Grayskull



REAL NAME Not applicable **BIO** During the Second Ultimate Battleground, Hordak and King Hssss' grand army pressed in against the allied heroes of Eternia. In the darkest moment of battle, all hope seemed lost as many heroes fell, including Snake Man-At-Arms and Stratos. Reaching out through the Orb of Power, hidden deep inside Castle Grayskull, He-Man and the new Sorceress used an unrepeatable spell to call upon the Powers of Grayskull and infuse life into the very spirit of the castle itself. Rising from the castle's hidden Chamber of Defense, Castle Grayskullman marched into battle, swinging his dual swords of power, helping to turn the tide.

ORIGINS In honor of the 30th Anniversary of Masters of the Universe, Mattel ran a new Create a Character Contest, the winner of which would be produced as an action figure in the MOTUC line. The winning design, created by Daniel Benedict, was Castle Grayskullman. Taking many of its design cues from Castle Grayskull itself, Castle Grayskullman was the sixth and final figure released in the Club 30th Anniversary.



DESIGN CUES The figure's face was of course designed to look like Castle Grayskull, with the figure's headband closely resembling the castle's "crown."

ACCESSORIES



ALTERNATE VIEWS

Castle Grayskullman utilized the standard male torso, biceps, furry loincloth and upper legs along with Whiplash's shoulders. All other pieces were newly sculpted.



MOTUC #103 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club 30th Anniversary 2012 • **PRICE** \$20
ORIGINAL FIGURE RELEASE MattyCollector.com (November 15, 2012) • **RELEASE TYPE** Carded Figure



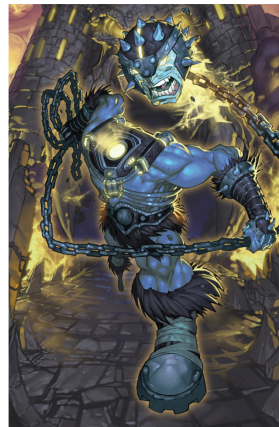
WELL ARMED The figure's swords were based on the design from the small flag that was included with the vintage Castle Grayskull playset, while the skull design on Castle Grayskullman's chest and shield was based on the insignia on the door of Castle Grayskull.

TRIVIA

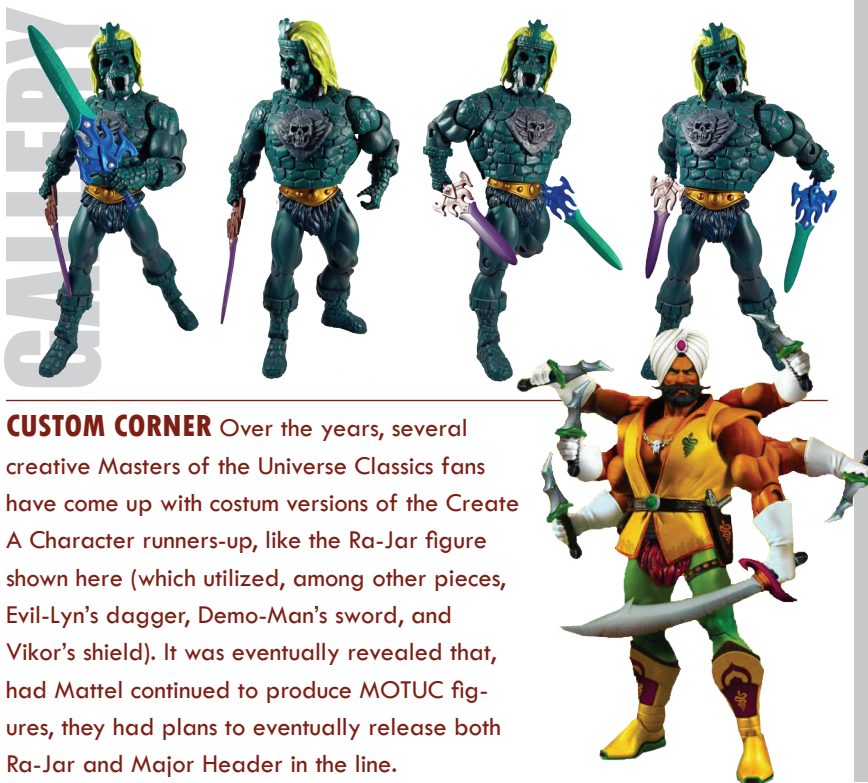
The official bio for Castle Grayskullman's shield ("Shield of Grayskull — Mystical Shield of Protection") can be found on page 613.



Featured on Castle Grayskullman's cardback were Snake Man-At-Arms, King Hssss, Hordak, King Grayskull, and He-Man.



RUNNERS-UP The five runners-up in the Create a Character Contest were (left to right) Tri-Beast, Gangstor, Bubblor, Major Header, and Ra-Jar. The Gangstor character was later disqualified as a runner-up when its creator violated one of the rules of the contest (namely, posting an image of the character on the internet prior to the contest). The remaining four characters, while never made into figures, later appeared in MOTUC mini-comics.



CUSTOM CORNER Over the years, several creative Masters of the Universe Classics fans have come up with custom versions of the Create A Character runners-up, like the Ra-Jar figure shown here (which utilized, among other pieces, Evil-Lyn's dagger, Demo-Man's sword, and Viktor's shield). It was eventually revealed that, had Mattel continued to produce MOTUC figures, they had plans to eventually release both Ra-Jar and Major Header in the line.



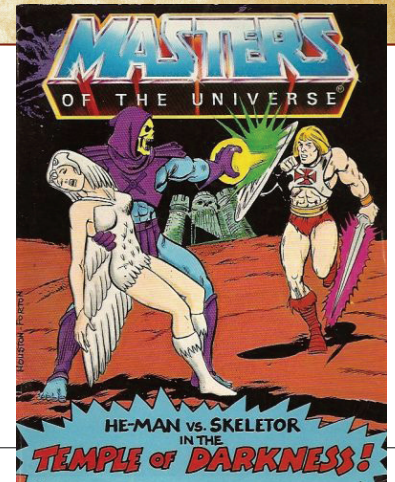
TEMPLE OF DARKNESS SORCERESS

Heroic Guardian of Castle Grayskull



REAL NAME Teela'na **BIO** To safeguard the Power of the Universe after their secret bargain with the Trolla, Grayskull's Elders transfused the power from the Sword of He into a giant orb, which they hid deep within the abyss below Castle Grayskull. There, Grayskull's widow took up the lonely duty of Sorceress, guarding the castle to prevent the power from falling into the wrong hands. For five millennia her students continued this role while the castle faded from memory into legend. At the end of the Great Unrest, a new Sorceress named Teela'na helped the remaining Elders combine their wisdom to tap into Eternia's magical secrets with the orb, creating a new unified force which would be called upon as the "Power of Grayskull" named for the castle which hid it.

FLYING OFF THE PAGE This version of the Sorceress was based on her appearance in the 1983 mini-comic "The Temple of Darkness," where her costume was completely white. The figure was released as a traveling convention exclusive in 2012 before being made available on MattyCollector.com in November of 2012.



ACCESSORIES



COMPARISON TIME

Temple of Darkness Sorceress was simply a white repaint of the original Sorceress figure, with the exception of her legs and boots, which originated with the Teela figure. Because of the shared parts, unfortunately the Temple of Darkness Sorceress figure came with the same poorly engineered wings as the original figure.

MOTUC #104 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$22
ORIGINAL FIGURE RELEASE Traveling Con Exclusive, 2012 • **RELEASE TYPE** Carded Figure



FOR THE BIRDS A white version of the Zoar figure, for use with the Temple of Darkness Sorceress, was released in Weapons Pak #3 (Great Unrest Assortment) in October of 2012. Dubbed “Temple of Darkness Zoar,” an official bio for this bird was revealed on He-Man.org on August 10, 2020.

WELL STAFFED Temple of Darkness Sorceress’ bird staff was identical to the accessory that came with the original Sorceress figure.



TAKING FLIGHT Unlike the original Sorceress’ wings, which were solid blue and orange, Temple of Darkness Sorceress’ wings were made of translucent white plastic.



TEMPLE OF DARKNESS ZOAR Falcon Form of the Reawakened Sorceress

Following her death, the Sorceress Teela Na returned from the Vale of the Ancients as a spectral presence, counseling her daughter in the ways of magic and advising the Twins of Power in the Tri-Solar System when her spirit merged with the Starship Eternia. After the defeat of Horde Prime, the ethereal Sorceress lost contact with She-Ra due to Prime’s corrupt presence. Nevertheless, she continued to aid He-Man during his search for his sister, until she was finally called to the afterlife upon He-Man’s return to Eternia. Later, at the very moment Evil-Lyn cast the forbidden spell that triggered the Re-awakening, the cursed Temple of Darkness materialized in the Sands of Time after a 300-year absence. Above it, an eerie phantom bird hovered silently. On the night Castle Grayskull was restored, the strange falcon perched on its highest tower and transformed itself into the resurrected Teela Na. Torn from the afterlife and thrust back into the world of the living within the profane radius of the Temple of Darkness, the Sorceress’ eyes seemed to blaze with a righteous and unsettling intensity.

TRIVIA

Featured on the Temple of Darkness Sorceress’ cardback were Battle Armor He-Man, Man-At-Arms, Moss Man, Battle Armor Skeletor, and Hordak.



The Temple of Darkness Sorceress’ only new accessory was an orb stand, which was intended to hold the orb that came packaged with King Grayskull 2.0. Various symbols were sculpted into the stand, including the symbol of He-Ro. The official bio for this piece, dubbed the Font of Grayskull, can be found on page 605.



MOSQUITOR

Evil Energy-Draining Insectoid



REAL NAME Bliddeon Black **BIO** A Kribleen insectoid vampire from the Gluubux Galaxy, Mosquitor joined the Evil Horde of his own accord, preferring the Empire to life in a mud hole on his home world. Looking like a normal insectoid, Mosquitor moves in on his prey, then stings them hard and sucks them dry. He is extremely vicious though not particularly brainy. You can't get blood from a rock, but Mosquitor has tried in his day. Mosquitor drains his enemies of their energy while his bionic stinger and chest oozes red with power. Even Hordak keeps his distance from the Evil Horde vampire!

VINTAGE VAULT The vintage Mosquitor figure was released as part of the original toyline's sixth wave in 1987. The figure came armed with a purple gun.



DOESN'T SUCK! The vintage Mosquitor figure featured a translucent chest, behind which real liquid ("blood") could be pumped via a button on the figure's back. The MOTUC figure lacked this action feature, although it retained the translucent red chest with detailing underneath.



ACCESSORIES



MOTUC #105 • AFFILIATION The Evil Horde • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL FIGURE RELEASE MattyCollector.com (December 17, 2012) • **RELEASE TYPE** Carded Figure



GUNS OUT Mosquitor came armed with an updated version of the vintage figure's purple gun.

WELL-ARMED The additional appendages on Mosquitor's back were not present on his vintage action figure. They were inspired by his redesign for the character's 200x mini-statue. The appendages themselves first appeared with the Webstor figure.



ALTERNATE VIEWS Mosquitor utilized the standard male torso, hands, and upper legs as well as King Hssss' shoulders. All other pieces appeared to be newly sculpted.

BONUS! In December of 2012, Mill Creek released a 30th Anniversary Commemorative Collection Masters of the Universe DVD set. The 22 DVDs included the entire Filmation MOTU series, the entire 2002 MYP series, and 20 of the best episodes from *The New Adventures of He-Man*. Also included was an audio CD of music from the Filmation MOTU series and a collectible booklet. The set also included a gold version of the MOTUC Power Sword, making its 16th appearance. The official bio for this sword (dubbed "Gold Sword of Power — Legacy of He-Man, below) can be found on page 599.



TRIVIA

The following copy was written for Mosquitor's sales page on MattyCollector.com: "There's something bugging the residents of Eternia... unfortunately, it's an insane insect! This voracious vampire feasts on energy, draining every drop of life from his unfortunate victims. Mosquitor pays homage to the vintage figure with a unique non-removable three-layer chest plate that recreates the look of a red blood-filled chest. He arrives with his vintage blaster and an unquenchable thirst."



Mosquitor's distinctive boots would later be re-used with the Terroar figure.

Mosquitor was the last Masters of the Universe Classics standard carded figure released in the 2012 subscription, as well as the last one offered at the \$20 price point. Beginning in 2013 with Netossa, all standard carded figures would retail for \$25.

Featured on Mosquitor's cardback were Hordak, Grizzlor, Catra, Leech, and Shadow Weaver.



PROCRUSTUS

Giant Guardian of Magic



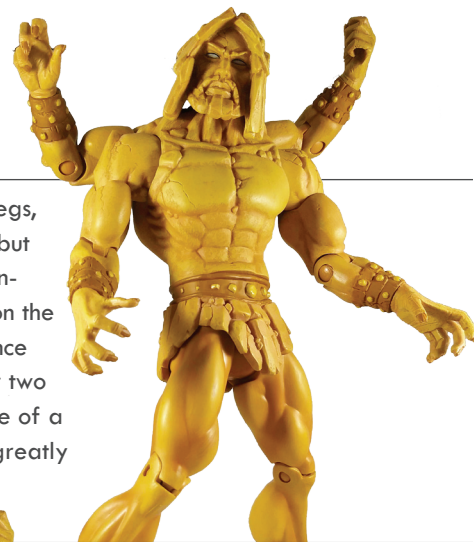
REAL NAME Procrustus **BIO** After the Gods created the Five dimensions, they hid their secret magic in the form of a star inside the core of a small planet in the center of the dimension of Eternia. Naming the planet after the dimension it resided in, they assigned the immortal four-armed giant Procrustus to remain there and guard their magical secrets. Over the millennia, the magic began to seep out, and many wise magicians learned to tap into these powers for both good and evil. In time, the ruthless warlock Hordak attempted to break apart Eternia using a spell of separation in order to access the magic's source. Although his spell was thwarted, Procrustus was now forced to literally hold the planet together remaining forever at the planet's core!



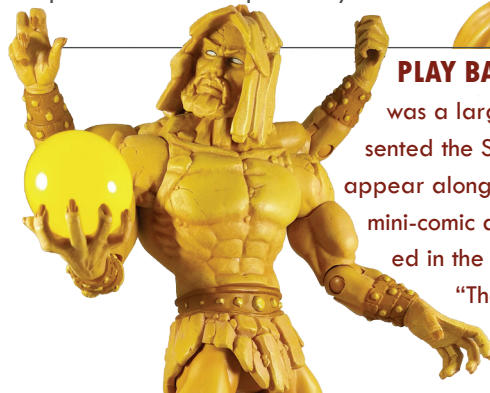
JUMPING OFF THE PAGE Procrustus made his single MOTU media appearance in the 1982 mini-comic "The Magic Stealer!", where he squared off with He-Man for a total of two pages. He did not make another media appearance until MOTUC.



SAME AS Procrustus shared his legs, crotch, and hands with Megator, but was otherwise a new sculpt that included a detailed stony texture on the torso and arms. One key difference between Procrustus and the other two giants in the line was the presence of a bicep swivel in each arm, which greatly improved his overall posability.



ACCESSORIES



PLAY BALL The figure's only accessory was a large yellow marble that represented the Starseed. The Starseed did not appear alongside Procrustus during his single mini-comic appearance, but instead originated in the Filmation MOTU cartoon episode "The Search." An official bio for the Starseed was revealed on He-Man.org on August 17, 2020.

MOTUC #106 • AFFILIATION None • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$40
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (December 17, 2012) • **RELEASE TYPE** Large Figure



SIZE MATTERS NOT Standing 12" tall like Tytus and Megator before him, Procrustus was nearly twice the size of the regular figures in the line and, thanks to ratchet joints in his shoulders, he could hold the weight of a regular-sized figure in his hands.

STARSEED

Orb Containing the Ultimate Power of Creation

After the Gods created the Multiverse, they left their Starseeds that birthed each dimension on a planet at the center of each universe. Some of these Starseeds were spent, their powers burned up. Others like the Starseed of the Timeless Dimension was used to grow the Star Tree and housed in a great fortress to distribute its power throughout the dimension. But the Starseed of the Dimension of Eternia shined the strongest, and its power permeated throughout the universe and even echoed in others. Coveted by wizards who sensed its unlimited power, the Starseed was guarded by the giant Procrustus who allowed only the peace-loving leaders of ancient Preternia to anoint their scepters of power with the magic of the Starseed. While the Eternian Starseed was the strongest of the Five Dimensions, it was also the most vulnerable at the center of Eternia, making its capture vital to all those who sought to become Masters of the Universe.



TRIVIA

The following copy was written for Procrustus' sales page on MattyCollector.com: "When the world starts to fall apart, Procrustus is happy to lend a hand... after all, he's got four of them! This multi-armed giant keeps it all together from the core of the earth, preventing the planet from separating while protecting the Starseed. Fan-demanded Procrustus appears as he does in the mini-comic 'The Magic Stealer,' and is front and center on the subscription-exclusive 2013 map of Subternia!) Fully articulated, he arrives with a magic Starseed orb that fits in his hand."



Procrustus and Mosquitor were the final two figures in the 2012 Club Eternia subscription.

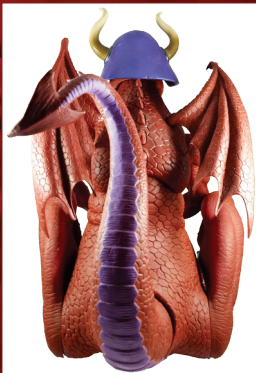
In order to fit inside the existing Tytus/Megator box, Procrustus was placed with his rear arms removed and his head turned sideways in the package. Once his rear arms were inserted, they were not removable.

Featured on Procrustus' cardback were Mer-Man, Skeletor, Hordak, Stratos, Beast Man, and He-Man.



GRANAMYR

Great Magic-Wielding Dragon



ACCESSORIES

NONE

REAL NAME Granamyr the Wise **BIO** Granamyr is one of the oldest and wisest of the Eternian Dragons of Darksmoke, an ancient kingdom in Eternia's Dark Hemisphere. He greatly distrusts most men after the Great Wars between dragons and humans in ancient times. As one of the most powerful magic users on Eternia, he possesses such extraordinary might that even Skeletor dares not challenge him. When Man-At-Arms was turned to glass by an evil spell, Granamyr provided He-Man with healing magic, but only after Eternia's bravest warrior proved he had not only great strength but great mercy and wisdom as well. The ancient dragon Granamyr guards Eternia's magical secrets and rules all of Darksmoke.



CARTOON CORNER Granamyr made his debut in the Filmation MOTU cartoon season one episode "The Dragon's Gift." He appeared in one additional season one episode ("The Return of Granamyr"), in two episodes in the series' second season ("Disappearing Dragons" and "Battle of the Dragons"), and in one episode of the Filmation POP cartoon ("Darksmoke and Fire"). Elements of his debut cartoon appearance influenced the bio on the back of his figure packaging.

SOME ASSEMBLY REQUIRED

Granamyr retailed for \$80 and shipped unassembled. With the exception of his wings, which were first used with the Draego-Man figure (and later used again with Lord Dactus), Granamyr was a completely new sculpt.



MOTUC #107 • AFFILIATION None • **SUBSCRIPTION** N/A • **PRICE** \$80

ORIGINAL FIGURE RELEASE MattyCollector.com (December 17, 2012) • **RELEASE TYPE** Boxed Oversized Figure

MEASURING UP This image shows the size difference between Granamyr and a regular-sized MOTUC figure. While he was clearly designed to sit, Granamyr measured in at approximately 23 inches tall when standing.



TREASURE TROVE Mattel originally planned to include an assortment of gold weapons with Granamyr as pictured on his box art, but these were cut for budgetary reasons. These four gold weapons were later released in Weapons Pak #4 (End of Wars Assortment).

TAKING A STAND Even though the figure was not really designed to do so, it was possible to put Granamyr in a standing position. Granamyr measured in at approximately 23 inches tall when standing.



WELL READ Granamyr was originally planned to come with a stack of books as depicted on his box art, but this was cut for budgetary reasons. This stack of books accessory, sculpted by the Four Horsemen, would have stood six inches tall.

TRIVIA

The following copy was written for Granamyr's sales page on MattyCollector.com: "With great size comes power. With great age comes wisdom. This ancient dragon has both! The largest figure ever in the MOTUC line, Granamyr is a full 23" tall, with a wingspan of 8" from tip to tip. In 'red' animation colors chosen by fans, this fully articulated figure has rotating hips and ball joint elbows, wrists and feet and a non-removable helmet. He comes in a closed box with all-new illustrations by famed MOTU artist Rudy Obrero. (Where will such a large figure sit in your MOTUC collection? Anywhere he wants!)"



Mattel ran a poll allowing fans to choose between Granamyr in red (as he appeared in the Filmation cartoons) or green (as he appeared in the comics). Red won. Granamyr would later be repainted green and released as a Power-Con exclusive in 2016.

Granamyr had a ball jointed neck; swivel shoulders, tail, and hips; and swivel-hinged elbows, wrists, ankles and wings.

Featured on Granamyr's cardback were Teela, Stratos, Skeletor, Man-At-Arms, Draego-Man, and He-Man.



NETOSSA

Captivating Beauty



ACCESSORIES



REAL NAME Vivian Redretta **BIO** Hailing from the far reaches of Etheria, beyond the reach of the Horde, Vivian became an expert marksman, perfecting the art of net tossing to capture enemies and vandals. She is able to fool her adversaries by pretending not to notice that an evildoer is nearby. But if they get too close she pulls back her cape's hidden drawstrings and the surprised culprit is captured inside the net! After learning of Hordak's oppression, her only desire became to free Etheria and its people from their evil stronghold. With her exotic accent and elegant fashions, Netossa can be so helpful in wrapping up trouble!

VINTAGE VAULT The vintage Netossa figure was released as part of the Princess of Power toyline's third wave in 1987. The figure's cape could double as a capturing net. She came equipped with a removable mask, shield, and comb.



CARTOON CORNER

The MOTUC version of Netossa was based closely on her Filmation POP cartoon appearance moreso than her vintage action figure. Most notably, she lacked the gladiator-style headdress that the vintage action figure sported.



SHIELD ME Netossa's lone accessory was She-Ra's shield in silver plastic with an embedded blue gem. The vintage figure's shield was solid white.



MOTUC #108 • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25
ORIGINAL FIGURE RELEASE MattyCollector.com (January 15, 2013) • **RELEASE TYPE** Carded Figure

ALTERNATE VIEWS

Netossa utilized the standard female shoulders, biceps, hands, and upper legs, along with She-Ra's feet. All other pieces appeared to be newly sculpted.



EN GUARDE Weapons Pak #4 (End of Wars Assortment), released in October of 2013, featured a blue sword (with an inset blue jewel) for use with Netossa.



NET RETURNS Netossa's cape was made of a rubbery material and was removable, allowing it to double as her namesake net accessory.



TRIVIA

The following copy was written for Netossa's sales page on MattyCollector.com: "Net advantage goes to Netossa! The Great Rebellion grows stronger with the help of this 'capable' Princess of Power who knows how to seize the day... and her enemies. This strong Etherian female was one of the final figures in the vintage Princess of Power line, and she's ready to take her place in your MOTUC collection. She comes with blue power shield and cape."



Netossa was the first figure in the 2013 Club Eternia subscription, which also included a \$5 price increase per figure.

While the vintage Netossa figure had a headdress, budgetary restrictions kept the MOTUC figure from having one.

Netossa's net/cape was made from a different material than Leech's net, making it less brittle.

Featured on Netossa's cardback were Jewelstar, Tallstar, Starla, Frosta, and Bow.



JITSU

Evil Master of Martial Arts



REAL NAME Chopper **BIO** An intergalactic bandit, Jitsu was broken out of Prison Starr by Keldor during the Great Unrest. In gratitude, he agreed to serve the Evil Lord of Destruction and stayed with him even after Keldor's transformation into Skeletor. As a master of several forms of martial arts, Jitsu was often on the frontline in battle against Randor and his Masters. During the Battle for Gretori Bridge, he was wounded by his archenemy Fisto and had his hand replaced with a golden robotic implant by Tri-Klops. After Skeletor left Eternia for the stars, Jitsu took over Snake Mountain, ruling it with an iron fist. As deadly as he is silent, Jitsu uses his chopping power to get his evil way!

VINTAGE VAULT The vintage Jitsu figure was released as part of the vintage toyline's third wave in 1984. Armed with an orange sword, the figure featured a gold gauntlet and a spring-loaded right arm that "chopped" downward when raised and released.



DÉJÀ VU The vintage King Randor figure shared

an identical armor mold with the vintage Jitsu figure. For MOTUC, Jitsu and King Randor's armors were given unique molds, although they did still share a few design similarities.



FASHIONISTA When Jitsu was redesigned for the 200x MOTU mini-statue line, he was given a new, ornate belt. This belt was included as a bonus accessory with Ninja Warrior in 2015.

ACCESSORIES



MOTUC #109 • AFFILIATION Evil Warriors • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25
ORIGINAL FIGURE RELEASE MattyCollector.com (February 15, 2013) • **RELEASE TYPE** Carded Figure

ALTERNATE

VIEWS Jitsu utilized the standard male shoulders, torso, left bicep, left hand, furry loincloth, and legs, along with Fisto's oversized right bicep and Tri-Klops' left bracer.



EN GARDE The MOTUC Jitsu came armed with an updated version of the vintage figure's orange sword.



WELL ARMED The two kamas were introduced with Jitsu's redesign for the 200x MOTU mini-statue line, and were therefore included here as well.



STORAGE SPACE All of Jitsu's weapons could be stored on his back.



TRIVIA

The following copy was written for Jitsu's sales page on MattyCollector.com: "Get ready for a five-finger smackdown! This martial arts menace handily dispatches his enemies and his powerful punch leaves quite an impression. If his mighty golden hand doesn't do the job, he'll put a stop to his enemies with a cold cut from his katana or a slice from his kama... period! This core member of the evil army of Skeletor arrives as a fully articulated figure with gloved hand in permanent chopping pose similar to the vintage figure. Comes with three swords that fit in his non-gloved hand (the two kama swords snap onto the back of his armor.)"



Jitsu was the final vintage Wave 3 figure to be released in MOTUC.

The figure featured a subtle dark paint wash on top of its head, indicating the stubble remaining where the hair had been shaved.

Featured on Jitsu's cardback were Fisto, Skeletor, Draego-Man, He-Man, and Webstor.



RAM MAN

Heroic Human Battering Ram!



REAL NAME Krass **BIO** Growing up just outside the Vine Jungle, Krass' village was always under threat from the savage Beastmen. During a particularly brutal attack, he donned his family's ancient mystical armor that magically absorbs raw force. Using it to ram into his enemies and drive their attack earned Krass the nickname "Ram Man." These actions were quickly detected by Skeletor who recruited him in a scheme to ram through the Jaw Bridge of Castle Grayskull. Realizing the error of his ways after seeing Skeletor attack He-Man, Ram Man switched sides, helping to defeat the Evil Lord of Destruction and save the Castle. He soon became a core member of the Masters of the Universe, using his iron-like body as a battering ram against evil!

VINTAGE VAULT The vintage Ram Man figure was released as part of the vintage toylines's second wave in 1983. The figure featured spring-loaded legs that would make the figure "ram" upwards when a button on its heel was pushed.



MORE BANG

Ram Man was larger than the typical MOTUC figure, and as such he was packaged on a larger card than the other single figures and retailed for \$30 when other figures were priced at \$25.



HE'S GOT LEGS While the vintage Ram Man figure's legs were a single piece that could simply move up and down, the MOTUC figure had two separate, fully-articulated legs.

ACCESSORIES



MOTUC #110 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$30
ORIGINAL FIGURE RELEASE MattyCollector.com (February 15, 2013) • **RELEASE TYPE** Carded Oversized Figure



AN AXE TO GRIND Ram Man came armed with an updated version of the vintage figure's signature axe.

STORAGE SPACE Ram Man's axe could be stored on his back.



TWO HEADS ARE BETTER THAN ONE

Ram Man came packaged with an alternate, unhelmeted head. This look was based on his appearance in the 2002 MYP MOTU cartoon reboot, where he was occasionally depicted without his helmet.



TRIVIA

The following copy was written for Ram Man's sales page on MattyCollector.com: "Someone's been bulking up... and it shows! This beefy boy is ready to knock some sense into Skeletor or anyone else who tries to get past him. Ram Man, one of the earliest figures from the vintage MOTU line, is finally available in the Classics line as a fully articulated figure, with a new tool that's almost twice as big as a standard figure. He comes with his trademark short axe and an alternate 200X-inspired helmet-less head."



Ram Man was the final vintage Wave 2 figure to be released in MOTUC.

An "Ultimate Edition" of Ram Man was produced by Super7 in 2017. This version of the figure was painted to match his vintage cross sell art, including an orange tunic, red legs, and brown boots.

Ram Man's "real name" of Krass was intended to be a play on the word crash.

Featured on Ram Man's cardback were Man-At-Arms, Stratos, Teela, Buzz-Off, and He-Man.



GALLERY

FANG MAN

Evil Fanged Minion of Skeletor



ACCESSORIES



REAL NAME Scutes Ignis **BIO** Evolved from the ancient Dragosaur species, Fang Man spent his youth in the Valley of Dragons. Skeletor recruited Fang Man after discovering his ability to control the fire-breathing dragons to do his bidding. Fang Man used the Dragosaurs of the past to assist the Evil Lord of Destruction in his evil plans when Skeletor used the Wheel of Infinity to go back in time and stop Castle Grayskull from being built. Eventually, defeated by He-Man, Skeletor abandoned Fang Man in the past where he resides with his ancestors on Dragosaur Isle, waiting for the return of his master. Fang Man has piercing teeth and uses his mind-control ability to manipulate fire-breathing species.



CARTOON CORNER Fang Man's first and only cartoon appearance was in the Filmation MOTU episode "The Time Corridor," where he time-traveled with Skeletor and Tri-Klops to the past in a plot to conquer Eternia. The plan failed, and at the end of the episode it could be inferred that Fang Man was left stranded in the past. He has never made another media appearance, cartoon or otherwise.



WHEEL OF INFINITY Originating alongside Fang Man in "The Time Corridor," the Wheel of Infinity was the magical relic used by Skeletor to travel to Eternia's past. It was ultimately destroyed by He-Man.

MOTUC #111 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2013 • PRICE \$25
ORIGINAL FIGURE RELEASE MattyCollector.com (March 15, 2013) • **RELEASE TYPE** Carded Figure

SWORD OF THE ANCIENTS Fang Man's second accessory was the Sword of the Ancients, which appeared in a Filmation MOTU cartoon episode titled "Masks of Power" as well as a subsequent mini-comic of the same name. In both versions of the story, the sword was the only weapon able to destroy the titular masks.



FORCE FIELD ROD Fang Man's third accessory was a "Force Field Rod." This weapon did not appear in any prior media, but was instead based on the weapon held by Fang Man on the character's model sheet used by animators of the Filmation MOTU cartoon series.



BITE YOUR TONGUE Fang Man's tongue was mounted on a swivel joint, and the mouth was rubbery enough that the tongue could slide past the fangs in order to hang out of either side of the mouth or straight ahead.



TRIVIA

The following copy was written for Fang Man's sales page on MattyCollector.com: Fangs for the memories! A scaly sycophant to Skeletor, Fang Man skillfully served his evil master before he was dispatched to Dragosaur Isle, where he's more than ready to strike out at anyone who challenges him. This Filmation-style figure features an articulated tongue and includes removable armor, unique Revtilde Sword, Wheel of Infinity and Electro mace."



The official bio for the Wheel of Infinity was revealed can be found on page 596. Many of the details in this bio were taken from the Filmation MOTU episode "The Time Corridor."

Fang Man utilized the standard male shoulders, biceps, and upper legs, Whiplash's scaly torso, Tri-Klops' left bracer, He-Man's right bracer, Demo-Man's hands, Skeletor's boot tops, and Keldor's feet. His shorts and head were newly sculpted.

Featured on Fang Man's cardback were Stinkor, Skeletor, Beast Man, Tri-Klops, and Spikor.



KING HE-MAN

Heroic Ruler of Future Eternia



REAL NAME Adam of the House of Randor **BIO** After his sister defeated Horde Prime, the threat of Adam's old enemy Skeletor once more called He-man to one final battle. In an epic duel on the Jaw Bridge of the great Temple of Power on Trolla, He-man at last defeated Skeletor in single combat. Recovering the Vortex Key, He-man could now return to his home world. There he found his queen mother keeping the throne and mourning the passing of King Randor. Taking his rightful place as his father's heir, Adam became King He-man, ruling over all Eternia with his wisdom and strength. He married Teela and together with their son Dare took over his father's legacy as the new He-Ro, defender of Eternia and the wielder of the Sword of Power.



DESIGN CUES This "future" version of He-Man was based on the designs of several other figures in the line: his armor and boots were influenced by He-Ro's design, his long hair and cape were a nod to King Grayskull, and his overall coloring and staff were inspired by King Randor. The iron cross motif came from He-Man himself, of course.



MINI-COMIC The figure came packaged with a mini-comic titled "The Secret Origin of Skeletor! Fate and Destiny." This was the fourth mini-comic released in MOTUC and the only one released in 2013. For a closer look at this comic, see page 627.



ACCESSORIES



WELL STAFFED While King He-Man's staff did look very similar to the staff that came with the original King Randor figure, it was a newly sculpted piece and not simply a repaint.

MOTUC #112 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia Exclusive 2013 • **PRICE** \$25
ORIGINAL FIGURE RELEASE MattyCollector.com (March 15, 2013) • **RELEASE TYPE** Carded Figure



EN GARDE King He-Man came with a newly sculpted 200x-inspired Power Sword. This version of the sword was damaged and rusty, with a wooden handle held in place by what appeared to be tape. The overall look was of a sword that had seen many, many years of battle and had the scars to show for it.

ALTERNATE VIEWS

King He-Man utilized the standard male torso, shoulders, biceps, hands, and legs, He-Man's bracers, and He-Ro's shorts and boots. His only new parts were his head, armor/cape, and accessories.



SUBTERNIA

Hidden Land Beneath the Horizon



Below the crust of planet Eternia lies a hidden hollow globe filled with magical secrets and mysterious races. At the very center of the planet rests the Starseed, a manifestation of the very magic of

the creator gods, forever guarded by their servant Procrustus. Its powers flow through several thin tunnels, culminating at the base of both Central Tower and Castle Grayskull, supplying these mighty monuments with great magical powers. Even before the Three Towers were raised to the surface, many different races fought for dominion over the underground realms including the mighty Caligars and the bat-like Speleans. Eventually Randor's new Council of Eternia helped the warring subterranean races make peace. But the ever present Starseed and the hidden temple of Serpos have often called both good and evil warriors to battle throughout Eternia's hollow interior!

TRIVIA



The following copy was written for King He-Man's sales page on MattyCollector.com: "The leader and the legend... he's the once and future king, fighting the never-ending battle against evil! This figure captures He-Man back from his adventures in the Tri-Solar System, ready to rule Eternia as its rightful heir. He carries with him his trusty (if slightly beat up) Electronic Power Sword, ready for one more hair-raising battle. He also includes his royal scepter and the single 2013 mini-comic featuring the Secret Origin of Skeletor."

King He-Man was only sent to collectors who purchased the 2013 Club Eternia subscription and was never made available for retail purchase.

Included with King He-Man was a poster titled "Subternia During the Reign of King Skeletor." For a closer look at this poster, see page 710.

Featured on King He-Man's cardback were King Randor, The Mighty Spector, the Goddess, Horde Prime, and King Grayskull.



STROBO

Light-Powered Cosmic Enforcer



REAL NAME Gepher **BIO** Chosen as Zodac's replacement in the Cosmic Enforcers, Strobo was tasked by the Overlords of Trolla to investigate his predecessor's assassination on Eternia. Finding Jitsu ruling Snake Mountain and evil spreading across the land, Strobo carried out his Masters' assignment by forcefully maintaining neutrality in He-Man's absence. He turned the tide of several battles, fighting both with and sometimes against, the remaining Masters of the Universe. Stobo wears armor enhancements originally created by the scientists of Anwat Gar. His chest plate can project force fields and energy blasts to stun or even disintegrate those who oppose his will. Stobo uses the forces of light to battle his enemies.



ORIGINS In 1987, as sales of the vintage Masters of the Universe line were dwindling, Mattel made plans for a seventh wave of action figures that would have been comprised of new characters built entirely from existing parts. Among these characters was Strobo, who would have been comprised of Zodac and Sy-Klone parts. While Strobo did make one media appearance (in the story "The Dark Power of Skeletor" from *The Masters of the Universe Magazine*), the toylines was cancelled before Wave 7 was ever produced. For Masters of the Universe Classics, Mattel revisited the Strobo concept by releasing the figure as a traveling convention exclusive in 2013. (Above: line art for the proposed Strobo and Snake Trooper figures that Mattel never released.)



ACCESSORIES



GUNS OUT Strobo was originally supposed to come with a gun, but this accessory was dropped for budgetary reasons. It was later included in Weapons Pak #4 (End of Wars Assortment) in October of 2013.

MOTUC #113 • AFFILIATION Cosmic Enforcer • **SUBSCRIPTION** N/A • **PRICE** \$27
ORIGINAL FIGURE RELEASE Traveling Con Exclusive, 2013 • **RELEASE TYPE** Carded Figure

ALTERNATE

VIEWS

Strobo was comprised of the standard male shoulders, biceps, hands, and upper legs, Zodac's head, Icarus's shorts, and Sy-Klone's torso, gloves, and boots.



DARK STAR FRAGMENT Strobo's green meteor with stand was based on an "artifact" seen in the same comic story where Strobo made his first (and only) media appearance. In the story, the meteor was a Dark Star fragment that gave Skeletor the ability to spread an evil shadow over the land and control all territory under the shadow. In the end, a ray of light from He-Man's Power Sword, reflected from Strobo, destroyed the meteor.



MIRROR, MIRROR The "mirror" in Strobo's chest was actually a reflective sticker.



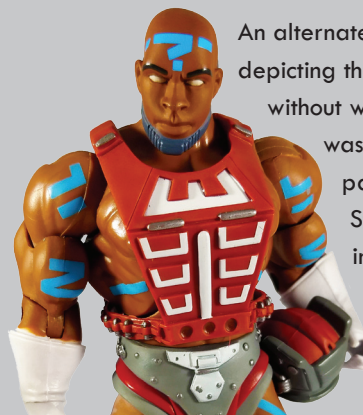
TRIVIA

Strobo was not the only character from the unproduced vintage Wave 7. In late 2017, Super7 produced a three pack, exclusive to Power-Con, containing Terroar, Plasmar, and Lord Gr'asp. And in 2019, another Power-Con three pack was produced containing Slamurai and two Snake Troopers.



The official bio for the Dark Star Fragment can be found on page 584, while the bio for Zodac's alternate head can be found on page 588.

Featured on Strobo's cardback were He-Ro, Skeletor, Zodac, Zadak, and He-Man.



An alternate head for Zadak, depicting the character without his helmet, was included in the packaging with Strobo. (For more information on Zadak, see page 30.)



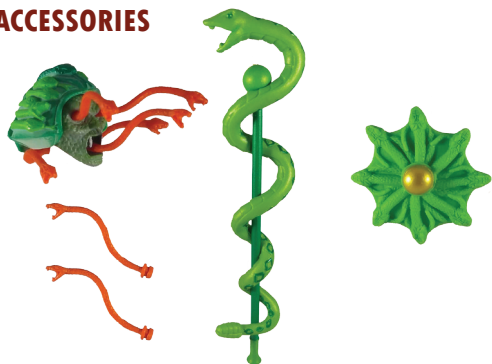


REAL NAME Cyltho Ssstavvve **BIO** Originally a minor training officer in the Unnamed One's serpent army, Cyltho Ssstavvve drew King Hssss' attention after he was enchanted with the ability to turn his enemies into stone by the Great Black Wizard. Quickly brought into Hssss' inner circle, Snake Face often acted as the Viper King's second in command during the Great Wars with Grayskull. He was trapped with the entire Snake Army in the Void for five millennia, but eventually was called forth by King Hssss to do battle once again after their release – this time against new enemies – He-Man and the Masters of the Universe! Snake Face slithers after his enemies then turns them to stone!

VINTAGE VAULT The vintage Snake Face figure was released as part of the original toyline's sixth wave in 1987. Pushing up a lever on the figure's back caused snakes to pop out of his eyes, mouth, shoulders, and chest. The figure came armed with a snake staff and shield.



UPDATED The MOTUC Snake Face was a faithful update of its vintage predecessor. One notable exception was the re-use of Skeletor's boots/feet instead of the unique boots of the vintage Snake Face figure.



Snake Face utilized Whiplash's scaly torso, Skeletor's hands, boots and feet, and the standard male upper legs. All other pieces on the figure were newly sculpted.



MOTUC #114 • AFFILIATION The Snake Men • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25
ORIGINAL FIGURE RELEASE MattyCollector.com (April 15, 2013) • **RELEASE TYPE** Carded Figure



HEADS YOU LOSE Instead of replicating the vintage figure's "popping snakes" action feature, the MOTUC Snake Face came with an alternate head depicting the snakes that would protrude from the vintage figure's eyes, mouth, and shoulders.

SSSSURPRISE Two panels in the figure's chest armor could be removed and replaced with two insertable snakes. Note that while the snakes on the vintage figure's chest were green, they were red on the MOTUC version of the character.



WELL STAFFED Snake Face's staff was a repainted version of the accessory that originally came with the King Hssss figure.



SSSSHIELD ME Snake Face also came armed with an updated version of the character's vintage snake shield.



TRIVIA

The following copy was written for Snake Face's sales page on MattyCollector.com: "Cold-blooded and even more cold-hearted, this sinister serpent turns his enemies to stone, then slithers away without a second thought! Snake Face may be able to disguise his true nature for a short time, but eventually he will reveal his hideous face, so this fan-demanded figure arrives with interchangeable 'snakes in and snakes out' look. Also comes with pop-out chest plates, removable chest snakes that can plug into his armor, serpent staff and serpent shield."



Featured on Snake Face's cardback were King Hssss, the Snake Men two-pack, King Grayskull, Vikor, Zodak, and The Mighty Spector.



KARATTI

Bone Bashing Mutant



REAL NAME Stickel-Vat **BIO** Karatti has a head as hard as the rocks of the desert region of Denebria where he lives. Unfortunately for the other evil mutants he also possesses as much brain power as one of the rocks. Although armed with a laser ax, it is the terrible bone-crushing karate blows that make him so fearsome. Fortunately for the Galactic Protectors, he is as cowardly as most of the other inhabitants of Denebria and will only attack those whom he knows to be weaker than himself. He gladly allied himself with Skeletor who offered promises of power and wealth to all who aided him in mutiny against the Horde. Karatti uses his combat moves to fight the Galactic Protectors.

VINTAGE VAULT The vintage Karatti figure was released as part of the "He-Man" toyline's second wave in 1990. The figure came armed with a gun/axe and sword.



UPDATED Karatti was the third Space Mutant released in MOTUC, after Optikk and Slush Head, and the fourth *New Adventures of He-Man* figure overall. Of the nine figures released in the "He-Man" toyline's second wave, only Optikk and Karatti were given figures in the MOTUC toyline. The figure was a faithful update of his vintage counterpart while still making use of existing MOTUC tooling.



ACCESSORIES



ALTERNATE VIEWS

Karatti utilized Trap-Jaw's legs, feet, forearms, and hands, along with the standard male upper torso and shoulders. All of the figure's other parts appeared to be newly sculpted.



MOTUC #115 • AFFILIATION The Space Mutants • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25
ORIGINAL FIGURE RELEASE MattyCollector.com (May 15, 2013) • **RELEASE TYPE** Carded Figure



GUNS OUT MOTUC Karatti came with an updated version of the vintage figure's gun.

DOUBLE TROUBLE As with the vintage version of this accessory, the gun doubled as an axe.



EN GUARDE Karatti's second accessory was an updated version of the vintage figure's sword, molded in the same black plastic as his gun/axe weapon.



TRIVIA

The following copy was written for Karatti's sales page on MattyCollector.com: "He's kicking it Denebria style... full force and minus any hint of mercy!"

This brutal bully doesn't hesitate to strike out at any enemy of Skeletor, and what he lacks in brainpower he more than makes up in brawn. Fully articulated, this figure arrives with power knife and side arm blaster, and features removable armor."



In the vintage "He-Man" toyl ine, Karatti's prototype name was Crystoll, as he was originally intended to be a being made of crystal. Some He-Man comic books featured Karatti in this original design before his action figure with its green-skinned design was released. Karatti's Masters of the Universe Classics bio was taken directly from Crystoll's description in early magazine previews, most notably where it referred to Karatti as having "a head as hard as the rocks of the desert region of Denebria," when this is not actually a feature of the character.

Featured on Karatti's cardback were Optikk, Skeletor, Icarius, He-Man, and Slush Head.



SHIELD MAIDEN SHERRILYN

Evil Eternian Pirate



ACCESSORIES



FIGHTING FOE MEN BIO After the Great Wars ended and Eternia was left without a king, a group of renegade pirates known as the Fighting Foe Men took over the Valley of Gnarl and all the surrounding territories. Spreading fear throughout the land, they built great machines like the Roton and Talon Fighter to terrorize the populace. Challenged and eventually defeated by a champion of the north, the Fighting Foe Men were cast into a glacier and magically frozen for over five thousand years. Eventually, they were discovered by Hordak who returned to Eternia and set them free in return for serving in his army during the Second Ultimate Battleground.



ORIGINS The name "Fighting Foe Men" was first found among some old Mattel Masters of the Universe files and artwork alongside such concept characters as Vikor and Demo-Man. It was speculated that before the name "Masters of the Universe" was settled upon, Mattel had considered calling the line "The Fighting Foe Men." In 2013, Mattel decided to make the moniker official by creating a three-pack of new characters, an evil Eternian pirate clan known as the Fighting Foe Men.

DESIGN CUES For the Fighting Foe Men, Mattel drew design inspiration from the artwork created for the model kits produced by the company Monogram sometime between 1983 and 1984. During its brief time releasing MOTU models, Monogram released models of the Wind Raider, Attak Trak, Roton, and the Talon Fighter, all packaged in boxes featuring artwork from artist Larry Elmore. Rather than utilizing established characters, the Monogram model artwork instead featured barely-seen new characters that were never identified or seen in the regular toyline. Sherrilyn's design was based on the driver in the Attak Trak model kit artwork.



MOTUC #116A • AFFILIATION The Evil Horde / Heroic Warriors • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$75
ORIGINAL RELEASE MattyCollector.com (May 15, 2013) • **RELEASE TYPE** Boxed 3-Pack

SHIELD ME > Sherrilyn's shield, which featured translucent plastic at the center, was inspired by the design of the Attak Trak vehicle's treads.



< LOYALTIES The figure's chest plate could be swapped between an Attak Trak insignia or a Horde Logo. While the Fighting Foe Men's package bio talked only of their Horde affiliation, the expanded, official bio for the Roton vehicle later revealed that Sherrilyn eventually became a Heroic Warrior.



GUNS OUT > Sherrilyn's gun accessory was designed to resemble the twin guns from the Attak Trak.



SHIELD MAIDEN SHERRILYN

Heroic Attak Trak Pilot

Orphaned after her parents were killed by bandits, Sherrilyn became a street urchin and quickly befriended fellow orphan Dawg-O-Tor. The two children dreamt of adventure even as they relied on their wits to survive. Their lives changed for the worse when they met the malevolent Ditztroyer, who charmed the orphans by promising them glory and riches beyond their wildest imaginings. Initially distrustful, Sherrilyn fell under the charismatic benefactor's influence when he showed her the underground location of ancient Gar war machines. Fascinated by the Attak Trak, she restored the vehicle and eventually became known as the notorious pirate warrior Shield Maiden Sherrilyn. Although Ditztroyer and his protégés were defeated and magically frozen by Vikor, Sherrilyn and Dawg-O-Tor continued to follow Ditztroyer's lead when they were freed eons later. However, they did not suspect the heinous act of betrayal he'd conceived millennia earlier. Gravely injured when Ditztroyer attempted to sacrifice them to the Demon from the Beginning of Time, Shield Maiden Sherrilyn and Dawg-O-Tor were saved from the rubble of Thamalia Tower by King Randor himself. Grateful, Sherrilyn became fiercely loyal to him.

TRIVIA

The following copy was written for the Fighting Foe Men's sales page on MattyCollector.com: "They say bad things come in threes, and this trio takes the art of terrorizing to a whole new level. Based on the fan-favorite model kit drivers from the vintage era, these three Fighting Foe Men figures were sculpted by the Four Horsemen and are all named after members of their actual team! Each fully articulated figure arrives with two snap-on chest logos to change their alliance from the Fighting Foe Men to the Evil Horde. FUN FACT: The Fighting Foe Men was the original name for the MOTU toyline!"



The Fighting Foe Men were named after three employees of Four Horsemen Studios, the team behind the designs and sculpting of the MOTUC toyline. Shield Maiden Sherrilyn was named after Sherri Lynn Cook.

The back of the box for the Fighting Foe Men featured a single bio for all three characters (see previous page). An official bio for Shield Maiden Sherrilyn alone was revealed on He-Man.org on August 20, 2019.

Sherrilyn was the only one of the three Fighting Foe Men to not receive her signature vehicle in Masters of the Universe Classics, as the Attak Trak was never released in the line..



DAWG-O-TOR

Evil Eternian Pirate



REAL NAME Dawg-O-Tor **BIO** Reared by Ditztroyer, the boastful street urchin Dawg-O-Tor, along with fellow orphan Shield Maiden Sherrilyn, grew to become the piratical Fighting Foe Men. Obsessed with Ditztroyer's tales of the Talon Fighter, a "machine of the Ancients" spoken of only in legends, Dawg-O-Tor drew up blueprints and used hidden Gar technology to build his own replica of the fabled vehicle. Eons later, Ditztroyer betrayed his allies when he attempted to sacrifice Dawg-O-Tor and Shield Maiden Sherrilyn to a horrific entity. Close to death, Dawg-O-Tor and Sherrilyn were rescued by King Randor and rushed to the palace's Room of Recuperation where their wounds were healed by Mendor. Realizing their folly, the two warriors were humbled by Randor's efforts to save them and expressed great remorse for their past crimes. They served their prison sentence even as they assisted Clamp Champ in the palace's vehicle bay. There, Sherrilyn and Dawg-O-Tor were delighted to see brigades of Talon Fighters and Attak Traks inspired by their own ancient vehicles. The former villains went on to become the most loyal members of Randor's army, forming a close friendship with fellow pilot Sky High.



DESIGN CUES Dawg-O-Tor's design was based on the vintage Talon Fighter model kit artwork. The artwork depicted a long-haired driver, barely visible under the canopy, wearing a green and black shirt.



ACCESSORIES



MOTUC #116B • AFFILIATION The Evil Horde / Heroic Warriors • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$75
ORIGINAL RELEASE MattyCollector.com (May 15, 2013) • **RELEASE TYPE** Boxed 3-Pack



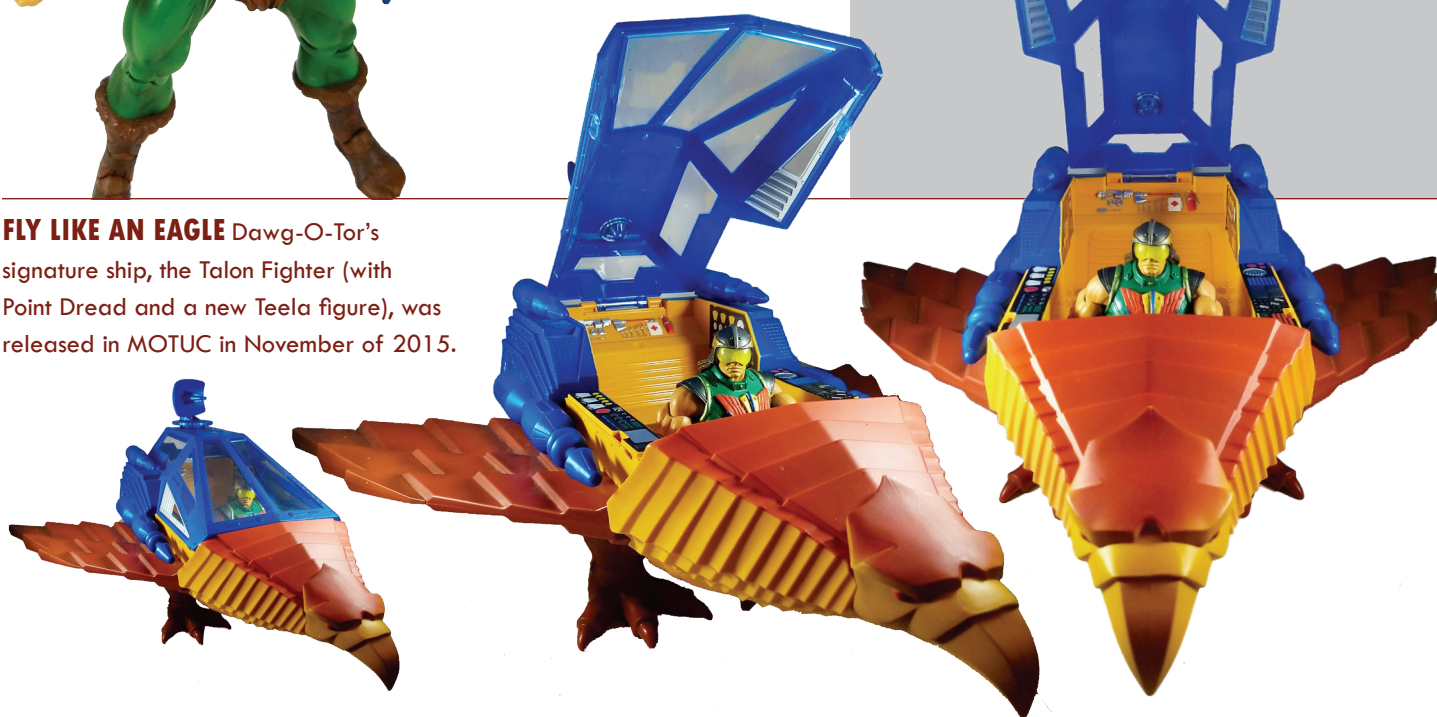
< SHIELD ME Dawg-O-Tor's shield was designed to resemble the Talon Fighter vehicle.

JOIN THE CLUB > Dawg-O-Tor's club was based on the design of the Talon Fighter's guns.



LOYALTIES The figure's chest plate could be swapped between a Talon Fighter insignia or a Horde Logo. While the Fighting Foe Men's package bio talked only of their Horde affiliation, the expanded, official bio for the Roton vehicle and the official bio for Dawg-O-Tor himself later revealed that Dawg-O-Tor eventually became a Heroic Warrior.

FLY LIKE AN EAGLE Dawg-O-Tor's signature ship, the Talon Fighter (with Point Dread and a new Teela figure), was released in MOTUC in November of 2015.



TRIVIA

Dawg-O-Tor was named after Four Horsemen Studios staff member Owen "O-Dawg" Oertling.



Dawg-O-Tor utilized the standard male torso, shoulders, biceps, hands, furry loincloth, legs, and boots along with He-Man's right bracer and Tri-Klops' left bracer. His head, armor and accessories were the only newly-sculpted pieces.

Dawg-O-Tor's long brown hair featured a gray streak running down the back.

Dawg-O-Tor's visor was made of translucent yellow plastic, but neither it nor his armor was removable.

The back of the box for the Fighting Foe Men featured a single bio for all three characters (see page 240). An official bio for Dawg-O-Tor alone (titled "Dawg-O-Tor — Heroic Talon Fighter Pilot") was revealed on He-Man.org on August 26, 2019.

DITZTROYER

Evil Eternian Pirate



REAL NAME Ditztroyer **BIO** The half-Gar pirate Ditztroyer never told orphaned street urchins Dawg-O-Tor and Sherrilyn about his own childhood. He hid the fact that his parents once worshiped the dark witch Shokoti. He never spoke of the night when he was forced to drink from the ebon pool which turned his eyes black and showed him the end of all things, nor did he speak of the brave Gar wizards who rescued him. While the roguish Dawg-O-Tor and Sherrilyn grew to crave fame and adventure, they did not suspect their mentor's growing obsession with the blasphemous thing sealed beneath ancient Thamalia Tower — the thing that spoke to him in phantasmagoric dreams. Taken by Ditztroyer's charisma, Dawg-O-Tor and Shield Maiden Sherrilyn listened intently as he taught them the secrets of long-forgotten Gar war machines. Millennia later, Ditztroyer charmed Hordak himself, convincing him that the Fighting Foe Men would stand by his side, all the while secretly allying himself with the Evil Warriors of fellow half-Gar outcast, Skeletor. Ditztroyer's madness was finally revealed when he attempted to sacrifice Sherrilyn and Dawg-O-Tor to the imprisoned Demon from the Beginning of Time.



DESIGN CUES Ditztroyer's design was based on the vintage Roton model kit artwork. The artwork depicted a driver, barely visible under the canopy, with a blue hood and legs, orange shirt, and green gloves, belt and boots.



ACCESSORIES



ALTERNATE VIEWS Ditztroyer was built from the standard male legs, loin cloth, torso, and biceps, Zodak's gloves and He-Ro's boots. He featured a new head sculpt, cape, and accessories.

MOTUC #116C • AFFILIATION The Evil Horde / Evil Warriors • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$75
ORIGINAL RELEASE MattyCollector.com (May 15, 2013) • **RELEASE TYPE** Boxed 3-Pack



GUNS OUT The design of Ditztroyer's gun was inspired by the twin guns from the Roton vehicle. Similar but not identical guns would be released with the MOTUC Roton vehicle in 2016.

SPIN ME ROUND Ditztroyer's signature ship, the Roton, was released in MOTUC in late 2016.



LOYALTIES The figure's chest plate could be swapped between a Roton insignia or a Horde Logo. While the Fighting Foe Men's package bio talked only of their Horde affiliation, the expanded bio for the Roton vehicle and the official bio for Ditztroyer himself later revealed that the character eventually became an Evil Warrior.



TRIVIA

The Fighting Foe Men were named after three employees of Four Horsemen Studios, the team behind the designs and sculpting of the MOTUC toyline. Ditztroyer was named after Four Horsemen staff member Shane Dittsworth.



There was a slot in the back of Ditztroyer's cape to store his staff.

The Fighting Foe Men 3-pack retailed for \$75 at a time when single carded MOTUC figures cost \$25.

The back of the packaging for the Fighting Foe Men featured a single bio that covered all three characters. An official bio for Ditztroyer alone (dubbed "Ditztroyer - Evil Roton Pilot") was revealed on He-Man.org on August 12, 2019.

Featured on the Fighting Foe Men cardback were Hordak, Grizzlor, Leech, King Grayskull, and Viktor.



Ditztroyer's staff was based on the design and rotating blades of the Roton vehicle. The blades on the staff did not rotate, however.

OCTAVIA

Wicked Tentacle-Swinging Warrior



REAL NAME Polypus Rorqu **BIO** The unpredictable waters of the Etherian seas are home to many sea creatures, none more dangerous and cunning than the Aquatican warrior Octavia. Working her way up the Horde ranks, she eventually became a Horde Commander, first in her home waters of Octopus Cove and eventually serving Hordak in the Sea of Sigh and the Fright Zone. Truly enjoying a good fight, she cackles shrilly while brandishing weapons in her four thrashing tentacles. Octavia uses her tentacles to hold weapons and capture her enemies, squeezing their bodies into submission.



CARTOON CORNER Octavia was a character created for the Filmation POP cartoon, where she appeared in the episodes "Treasure of the First Ones" and "She-Ra Makes a Promise." She never received a figure in the vintage Princess of Power toylines, so her MOTUC figure was based completely upon her animated design.



DON'T CROSS ME While Octavia did not carry a crossbow in her cartoon appearances (she was armed instead with swords and "freeze sticks"), the figure was given her own uniquely designed "squid" crossbow.



ACCESSORIES



ALTERNATE VIEWS Octavia reused the standard female upper body, arms, hands, and upper legs with She-Ra's forearms and Adora's feet. Her head, boot tops, overlay, tentacles, and accessories were newly sculpted pieces.

MOTUC #117 • AFFILIATION The Evil Horde • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25
ORIGINAL FIGURE RELEASE MattyCollector.com (June 17, 2013) • **RELEASE TYPE** Carded Figure



GONNA REACH OUT AND GRAB YA

Octavia's four tentacles, which were made from a rigid plastic, were removable and could also be swapped around. The holes for her tentacles were compatible with Buzz-Off's wings and Draego-Man's wings. Plans to make the tentacles bendable were scrapped for quality control reasons.

EN GARDE

Octavia's four identical swords were designed to slip over the ends of her tentacles, but she could hold them in her hands as well.

TRIVIA

The following copy was written for Octavia's sales page on MattyCollector.com: "Eight is enough... limbs, that is! Two arms, two legs, and four tenacious tentacles add up to one overreaching octopus. As an evil enforcer for Hordak, this scary sea creature from the classic POP Filmmation series gets the upper hand... or tentacle... by putting the squeeze on her enemies. This figure arrives with a Horde crossbow that can be held in her hand, four interchangeable tentacles and four swords – one for each tentacle!"



Octavia came packaged with her tentacles removed. Each tentacle had a hinge joint with a peg at the end that plugged into the figure's back. They could swivel up and down at the back and hinge forward and backward, but the forward range of motion was blocked by the body and the backward range was mostly blocked by the hair. The lower tentacles could move backward a bit more than the higher ones.

Featured on Octavia's cardback were Hurricane Hordak, Mosquitor, Catra, Shadow Weaver, and Grizzlor.



CLAMP CHAMP

Heroic Master of Capture



REAL NAME Raenius **BIO** After Duncan was captured and permanently turned into one of the Snake Men, Raenius, former Body Guard to King Randor, stepped in as the new royal Man-At-Arms. Although lacking Duncan's skills as an inventor, Raenius proved his worth to the Masters of the Universe with his ferocious hand-to-hand combat and extensive knowledge of almost every weapon, including his favorite, the techno clamp, for which he earned the nickname "Clamp Champ." He continued to lead the Masters all the way to the Second Ultimate Battleground. Clamp Champ surprises his enemies with his clamping action.



VINTAGE VAULT The vintage Clamp Champ figure was released as part of the original toyline's sixth wave in 1987. The figure came armed with a spring-loaded clamp weapon.

UPDATED

MOTUC Clamp Champ was a faithful update of

his vintage predecessor. The only noteworthy deviations were the additional paint ups on his armor and the large black mechanical piece on his back. While the vintage Clamp Champ featured repainted Fisto armor, MOTUC Clamp Champ was given unique armor of his own.



ACCESSORIES



ALTERNATE

VIEWS Clamp Champ utilized the standard male torso, shoulders, biceps, bracers, hands, furry loincloth, legs, and boots. His only new piece, aside from his armor and accessories, was his head.

MOTUC #118 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25
ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2013) • **RELEASE TYPE** Carded Figure



IN A PINCH The vintage Clamp Champ came with an oversized clamp that was springloaded, deploying the clamp at the push of a button. The MOTUC figure came with an updated version of this clamp that was articulated, but it lacked the push-button action feature.



GOT YOUR BACK The back of the figure's armor, rather than being a simple re-use of Fisto's armor, was instead redesigned based on the 200x mini-statue of the character released by NECA.

DOUBLE TROUBLE

The figure also came with a smaller, non-articulated clamp that was based on the second accessory that was included with the 200x mini-statue of the character.



TRIVIA



The following copy was written for Clamp Champ's sales page on MattyCollector.com: "You gotta know when to hold 'em... and know when to clamp 'em! The former bodyguard to King Randor steps up as the new Man-At-Arms, with skills such as superior hearing and sight making him a super strong, super stealthy soldier. This fully articulated figure arrives with his favorite weapon, the powerful Clamps!"

If the MYP reboot cartoon series had continued, Clamp Champ would have eventually made his animated debut in the series. With Man-At-Arms captured by a resurrected King Hiss and turned into a snake man a second time, Clamp Champ would have appeared and taken over Man-At-Arms' position as inventor and scientist for the royal kingdom. At the conclusion of the story arc, Clamp Champ would have become an official member of the Masters of the Universe. Elements of this storyline appeared in Clamp Champ's MOTUC bio.

Featured on Clamp Champ's cardback were Faker, Snake Man-At-Arms, Teela, King Randor, and Thunder Punch He-Man.



HE-MAN

Galactic Protector



REAL NAME Adam of the House of Randor **BIO** Following the Second Ultimate Battleground, a victorious Skeletor abandoned Eternia after learning of the might of the Horde Empire. Eager to stop his old nemesis, He-Man quickly joined forces with the Galactic Protectors who had arrived through a Laser Gate to seek his aid. Combining his power with that of the Starship Eternia, Adam forsook his alternate identity, becoming He-Man permanently. With the triple strength of the Power of the Universe, the Elder's Wisdom to tap into hidden magic and now the energy of Starship Eternia, the Most Powerful Man in the Universe is ready to travel through space to capture Skeletor and bring him to justice!

VINTAGE VAULT This version of He-Man was based on the very first He-Man figure released in the first wave of the "He-Man" toyline in 1989.



DISPLAY OPTIONS

The vintage Galactic Protector He-Man figure came with removable armor, underneath which was a bandolier that was permanently molded onto the figure's torso. For MOTUC, both the bandolier and the armor were removable.



ACCESSORIES



HATS OFF Instead of giving He-Man a removable helmet like his vintage predecessor, Mattel opted to package the figure with two heads: one wearing a helmet, and one without. This allowed the figure to feature more natural-looking sculpted hair.



MOTUC #119 • AFFILIATION The Galactic Protectors • **SUBSCRIPTION** Club Eternia 2013 • **PRICE** \$25
ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2013) • **RELEASE TYPE** Carded Quarterly Figure

SHIELD ME Galactic Protector He-Man's shield was made from semi-translucent yellow-green plastic. It was slightly more opaque than the shield that came with the vintage figure.



EN GARDE The blade of Galactic Protector He-Man's sword was made from semi-translucent yellow-green plastic.

ALTERNATE VIEWS GP

He-Man utilized the standard male torso, biceps, and upper legs, as well as Bow's shorts, bracers, left hand and boots. His belt, armor, right hand, and heads were new.



PROPER STORAGE He-Man's sword could be stored on the back of either his armor or his bandolier. Additionally, Galactic Protector He-Man's right hand was entirely new and was designed to hinge up and down. This finally allowed He-Man to execute the classic pose with his sword properly held aloft.



TRIVIA

The following copy was written for He-Man's sales page on MattyCollector.com: "He-Man is such a poser... and that's a good thing, because his ball jointed wrists allow this figure to finally assume the iconic 'I Have the Power' pose, sword held high! With totally awesome '80s style, this Galactic Protector features a ponytail and bright neon as he travels through space. This fully articulated figure has it all, including a swappable helmeted and non-helmeted head, full chest armor and power harness for mix and match looks, and power sword and shield!"



Lord Masque, released in 2017, came with a sword and shield based on the weapons that were included with Thunder Punch He-Man, a figure released in the fourth wave of the "He-Man" toyline in 1992. That figure looked quite similar to the original He-Man figure from the same line, so the inclusion of these accessories allowed collectors to ostensibly recreate Thunder Punch He-Man in MOTUC, with the exception of his translucent chest armor.

Featured on He-Man's cardback were Zodac, Icarus, Faker, Slush Head, and Optikk.

